EXPLAINING

# FACTORY & DECKMAN

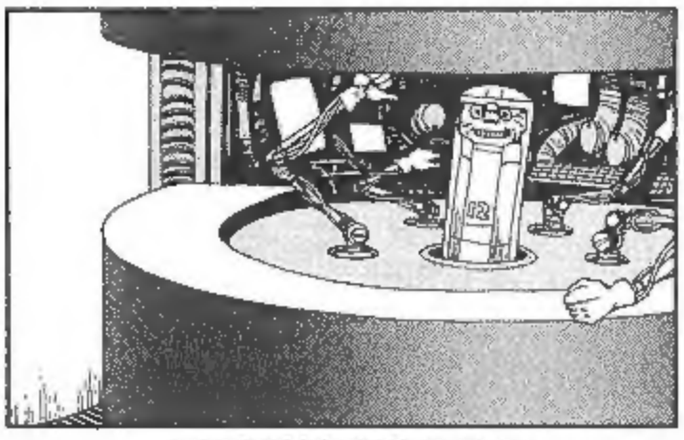
THE FACTORY IS A PRODUCTION CENTER, OBVIOUSLY, BUT IN THE SCRAPYARD, THE DWELLERS SEE IT AS A GOVERNMENT DEPARTMENT.

THE FACTORIES ARE ADMINISTRATIVE UNITS OF ALL INDUSTRIAL COMPLEXES IN THE SCRAPYARD, EXISTING TO SERVE TIPHARES.

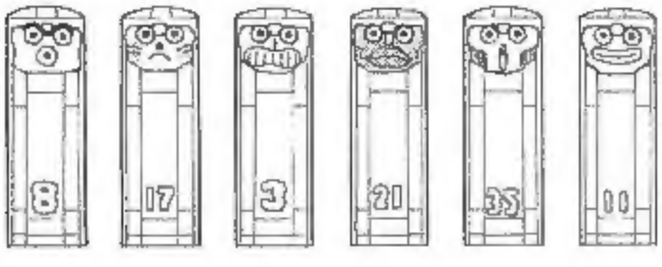
ALL THE FOODS AND GOODS MANUFACTURED BY THE INDUSTRIES IN THE SCRAPYARD ARE SENT TO TIPHARES THROUGH THE FACTORIES.

THERE ARE 11 ADMINISTRATIVE CENTERS IN THE SCRAPYARD, FROM "FACTORY 11" TO "FACTORY !!!!".

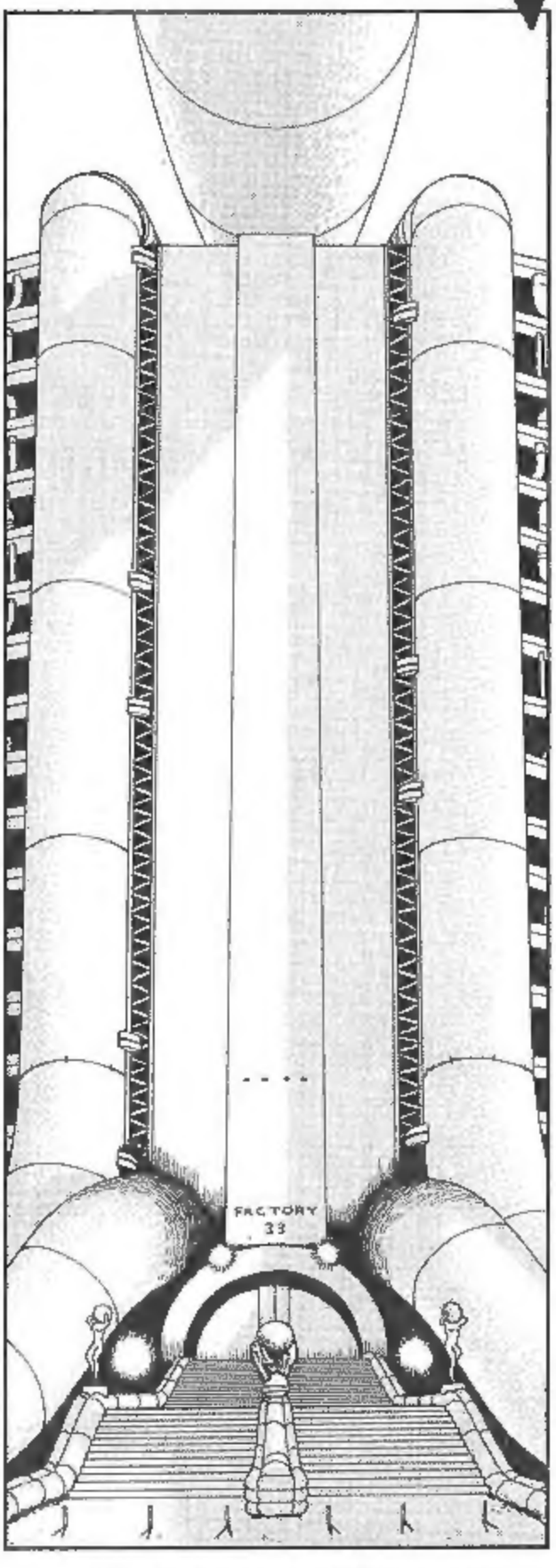
THERE ARE NO HUMAN BEINGS WORKING IN SUCH CENTERS, AND THE COMMUNICATION WITH THEM IS MADE BY THE DECKMEN - ESPECIAL CYBERNETIC UNITS.




A DECKMAN WORKING IN AN OPERATIVE CYLINDER

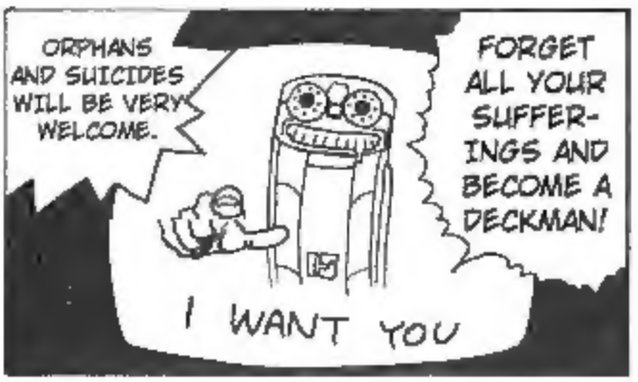


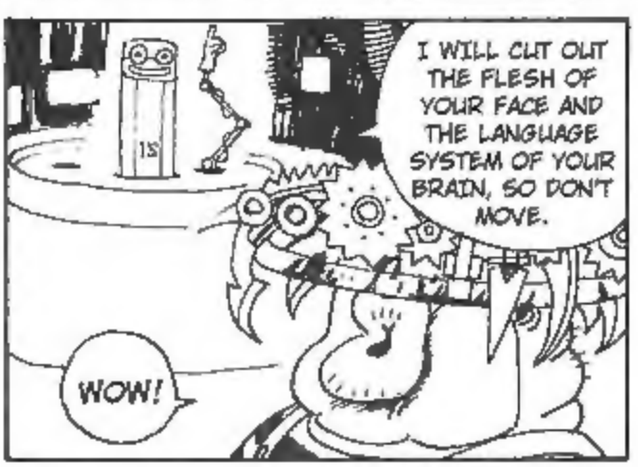

SEVERAL DECKMEN MODELS

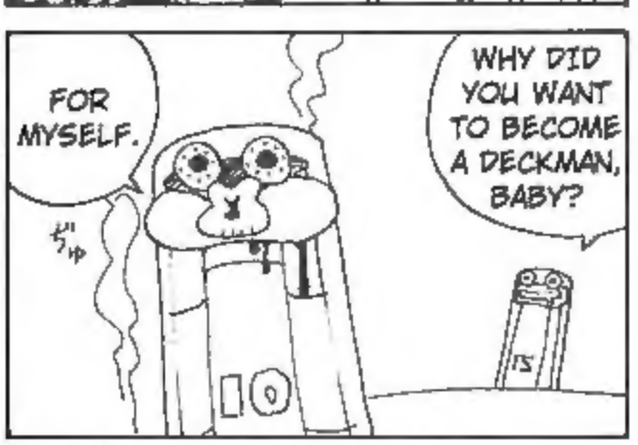



THE MAIN GATE OF A FACTORY

# DECKMAN #10'S BIRTH



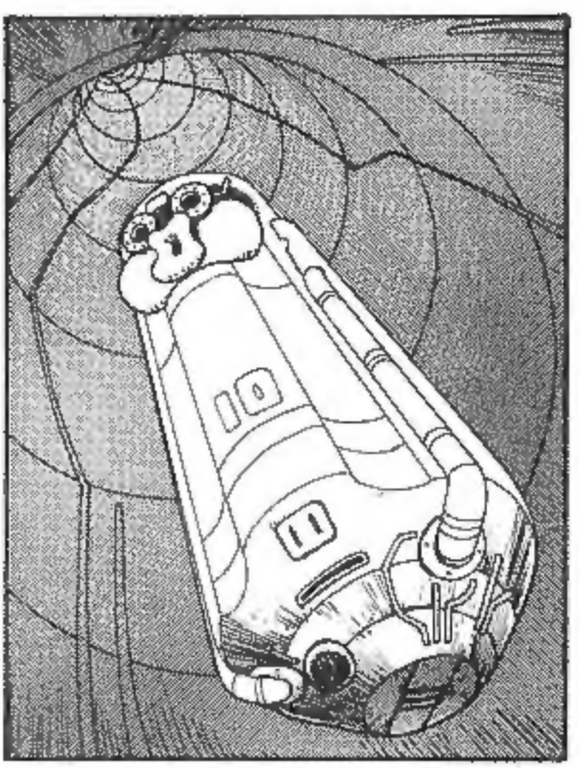





THE END

THE DECKMEN ARE LACKEYS (AUTOMATONS) OF TIPHARES, WHO, DESPITE USING LIVING BRAINS AS CENTRAL PROCESSING UNITS, DO NOT HAVE FREE WILL OR SELF-CONSCIENCE.

THE DECKMEN MOVE INSIDE COMMUNICATING TUBES AND WORK CONNECTED TO THE EQUIPMENTS OF THE LOCAL SYSTEM, THAT ARE USED AS ARMS.



A DECKMAN MOVING INSIDE A COMMUNICATING TUBE

MANY THINGS ABOUT THE FACTORIES AND TIPHARES ARE STILL A MYSTERY. HOWEVER, LITTLE BY LITTLE, AS THE STORY GOES, THEY WILL BE REVEALED.

YUKITO, 09/AUG/1991

# NETMAN AND THE PUBLIC ORDER SYSTEM

## THE FACTORY LAW

IN AREAS CONTROLLED BY THE FACTORY, TIPHARES' SUBORDINATE ORGANIZATION, THERE IS THE "FACTORY LAW". IT IS USED TO GUARANTEE THE GOOD OPERATION OF THE INDUSTRIAL COMPLEX AND THE SECURITY OF THE WORKERS IN THE MILLS AND FARMS ADMINISTERED BY THE FACTORY. HOWEVER, THE RIGHTS OF THE CITIZENS FROM THE SCRAPYARD ARE ENTIRELY IGNORED.

CLASSIFICATION OF CRIMES, ACCORDING TO THE FACTORY LAW.

| | A-CLASS CRIMES | B-CLASS CRIMES |
|---|---|---|
| MAIN CRIMES | • TO DESTROY THE FACTORY.<br>• TO ROB THE FACTORY'S BELONGINGS.<br>• TO HACK THE FACTORY'S AND TIPHARES' SYSTEMS.<br>• PORTAGE AND PRODUCTION OF FLYING MACHINES.<br>• PORTAGE AND PRODUCTION OF FIREARMS.<br>• REBELLION OF HUNTER-WARRIOR. | • CEREBRAL MURDER.<br>• CEREBRAL CONTUSION (EXCEPT IF FROM SPORTIVE COMPETITIONS).<br>• SALE OF LIVING BRAINS.<br>• ROBBERY OF PROSTHESIS FROM LIVING PERSONS. |

## NETMAN

A FACTORY EXTERNAL TERMINAL UNIT, KNOWN AS NETMAN, IS USED WITH THE INTENT OF ADMINISTERING THE ORDER IN THE SCRAPYARD. THE NETMEN ARE LOCATED IN CERTAIN POINTS OF THE CITY, IN A STREET OR CORNER, AND OPERATE AS POLICE STATIONS.

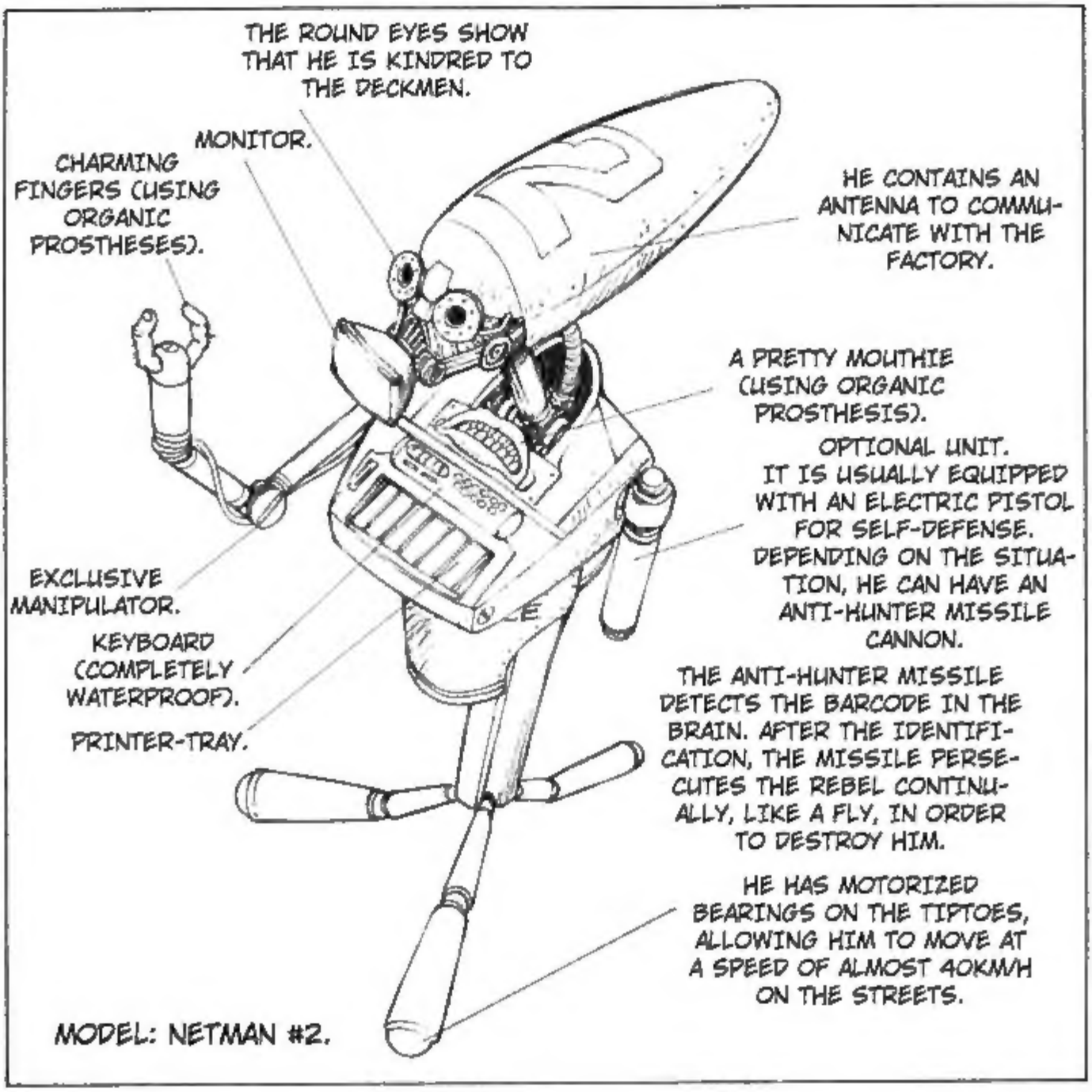
THEY RECEIVE COMPLAINTS AND INFORMATION FROM DWELLERS AND VICTIMS AND INVESTIGATE. THE NETMEN TRY TO IDENTIFY THE CRIMINALS USING PRIMARY IDENTIFICATION TECHNIQUES, SUCH AS INTERROGATING THE WITNESSES AND DOING DNA ANALYSIS. IF THE WRONGDOER IS IDENTIFIED, HIS NAME ENTERS THE BOUNTY LIST.

IF NOT, THE INVESTIGATION PROCEEDS ONLY IF THE CRIME IS A-CLASS. AT FIRST, THE NETMEN DO NOT CAPTURE THE CRIMINALS. BUT, WHEN THE CRIME IS A-CLASS, THEY ARE EQUIPPED WITH WEAPONS, TAKE CHARGE AND REJOIN THE HUNTER-WARRIORS TO ARREST THE BANDITS.

## THE FATE OF CRIMINALS

THERE ARE NOT COURTS OR PRISONS IN THE FACTORY. THERE ARE ONLY AN ORGAN BANK AND A FURNACE. THE FACTORY IDENTIFIES THE CRIMINALS THROUGH THE CEREBRAL DNA. AFTER THE IDENTIFICATION, THE REWARD IS GIVEN IN EXCHANGE FOR THE HEAD. THE BRAIN IS THEN BURNED AS AN INGREDIENT TO PHARMACEUTICAL INDUSTRIES.

# NETMAN'S DIAGRAM


THE ROUND EYES SHOW THAT HE IS KINDRED TO THE DECKMEN.
MONITOR.
CHARMING FINGERS (USING ORGANIC PROSTHESES).
HE CONTAINS AN ANTENNA TO COMMUNICATE WITH THE FACTORY.
A PRETTY MOUTHIE (USING ORGANIC PROSTHESIS).
OPTIONAL UNIT. IT IS USUALLY EQUIPPED WITH AN ELECTRIC PISTOL FOR SELF-DEFENSE. DEPENDING ON THE SITUATION, HE CAN HAVE AN ANTI-HUNTER MISSILE CANNON.
EXCLUSIVE MANIPULATOR.
KEYBOARD (COMPLETELY WATERPROOF).
PRINTER-TRAY.
THE ANTI-HUNTER MISSILE DETECTS THE BARCODE IN THE BRAIN. AFTER THE IDENTIFICATION, THE MISSILE PERSECUTES THE REBEL CONTINUALLY, LIKE A FLY, IN ORDER TO DESTROY HIM.
HE HAS MOTORIZED BEARINGS ON THE TIPTOES, ALLOWING HIM TO MOVE AT A SPEED OF ALMOST 40KM/H ON THE STREETS.
MODEL: NETMAN #2.

AS IT CAN BE NOTICED, THE FATE OF CRIMINALS IS SEVERE IN THE SCRAPYARD, AND IT GIVES NO POSSIBILITY OF FORGIVENESS. BUT THE ARREST RATE OF CRIMINALS BY THE HUNTER-WARRIORS IS PROPORTIONALLY LOW DUE TO THE NON-EXISTENCE OF CRIME COMBAT FORCES. THIS PERPETUATES THE SCRAPYARD AS A PARADISE OF CRIMINALITY.

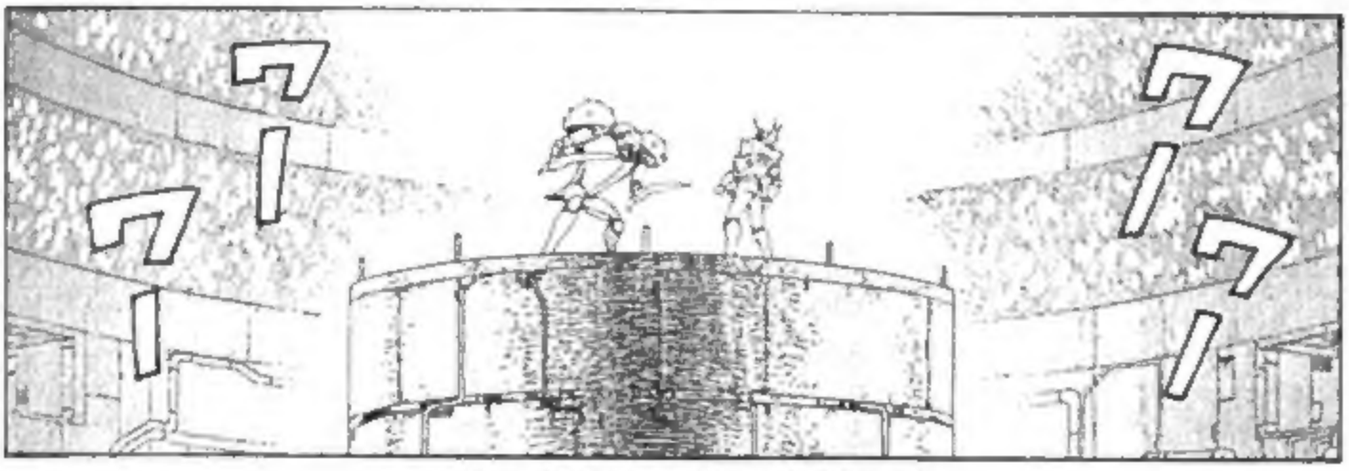
YUKITO, 08/JAN/1992

EXPLAINING

# THE SCRAPYARD AND MOTORBALL

THE TWO GREATEST ENTERTAINMENTS IN THE SCRAPYARD ARE THE "UNDERGROUND COLISEUM" IN EAST ZONE, AND THE "MOTORBALL", IN WEST ZONE. (PLEASE NOTE THAT IDO'S WORKSHOP IS IN TEMPEST STREET, EAST ZONE.).

IN THE "UNDERGROUND COLISEUM" AN IMPRESSIVE FIGHT TOURNAMENT TAKES PLACE, WITH GIGANTIC (MORE THAN 5M TALL) CYBORGS FACING ONE ANOTHER. IT IS VERY SIMILAR TO A SHOW AND MAY BE COMPARED TO TODAY'S PRO WRESTLING.



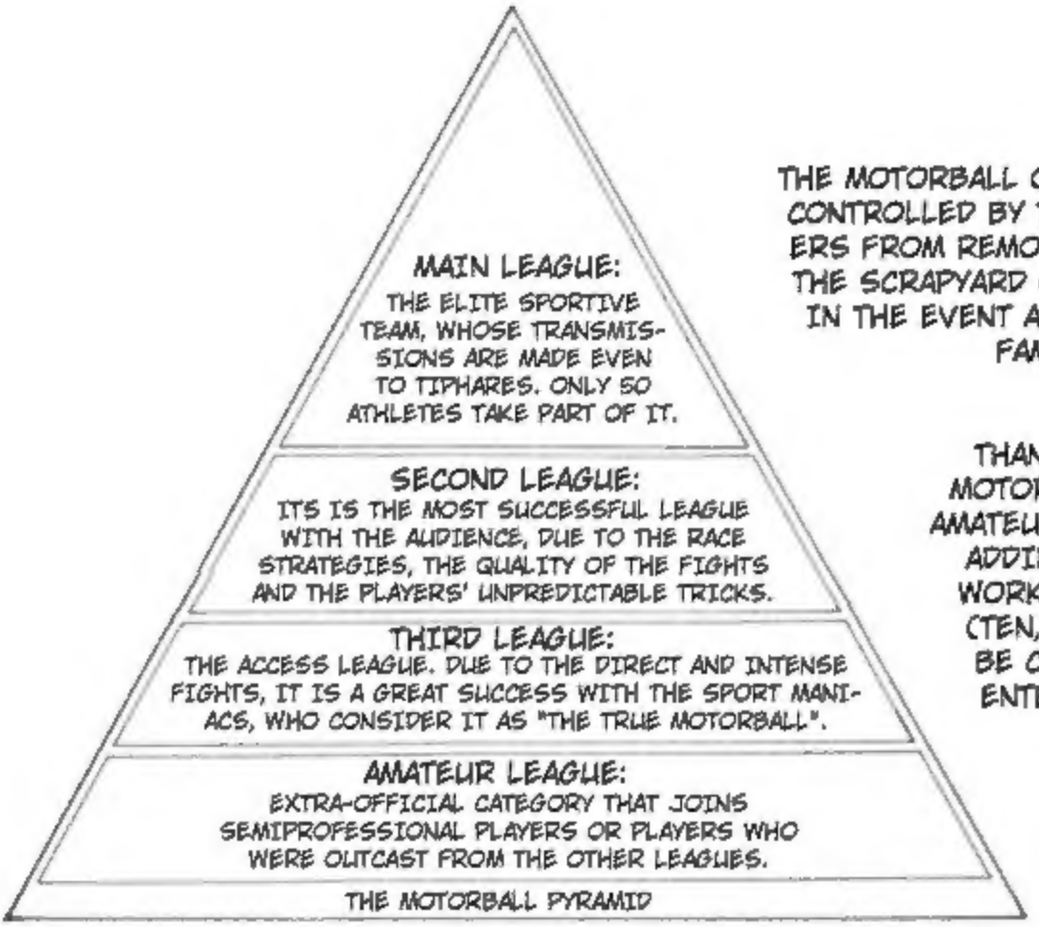
UNDERGROUND COLISEUM

AS FOR MOTORBALL, IT IS A GREATER EVENT, HAVING MANY COMPLEX RULES, EQUIVALENT TO BASEBALL MATCHES AND TODAY'S RACE CARS - LIKE FORMULA 1.

## THE SEVEN BASIC RULES OF MOTORBALL

1. THE WINNER IS THE PLAYER WHO CROSSES THE FINISH LINE CARRYING THE BALL AFTER COMPLETING ALL FIXED LAPS.
2. THE CIRCUIT IS ONE-WAY, AND IF THE PLAYER CHANGES DIRECTION AND INTENTIONALLY ADVANCES MORE THAN THREE METERS, HE LOSES POINTS.
3. THE PLAYER WHO REMAINS STAGNANT IN THE TRACK FOR MORE THAN ONE MINUTE IS DISQUALIFIED.
4. IN CASE THE MOTORBALL LEAVES THE TRACK OR IS DAMAGED, THE MATCH IS INTERRUPTED UNTIL A NEW ONE IS PROVIDED.
5. IT IS FORBIDDEN TO USE FIRE, MANUAL, FLYING, EXPLOSIVE THROWING WEAPONS.
6. PLAYERS WHO FIGHTS IN THE BOXES ARE DISQUALIFIED.
7. THE BALL-KEEPER IS NOT ALLOWED TO STOP IN THE BOXES.

SPECIAL RULE: IN CASE ONLY TWO PLAYERS REMAIN IN THE TRACK, A "CONFRONTATION" WILL BE ANNOUNCED, WHEN THE PLAYERS WILL FIGHT EACH OTHER TO DETERMINE THE WINNER. IN THIS CASE, RULES NUMBER 1 AND 4 DO NOT APPLY.

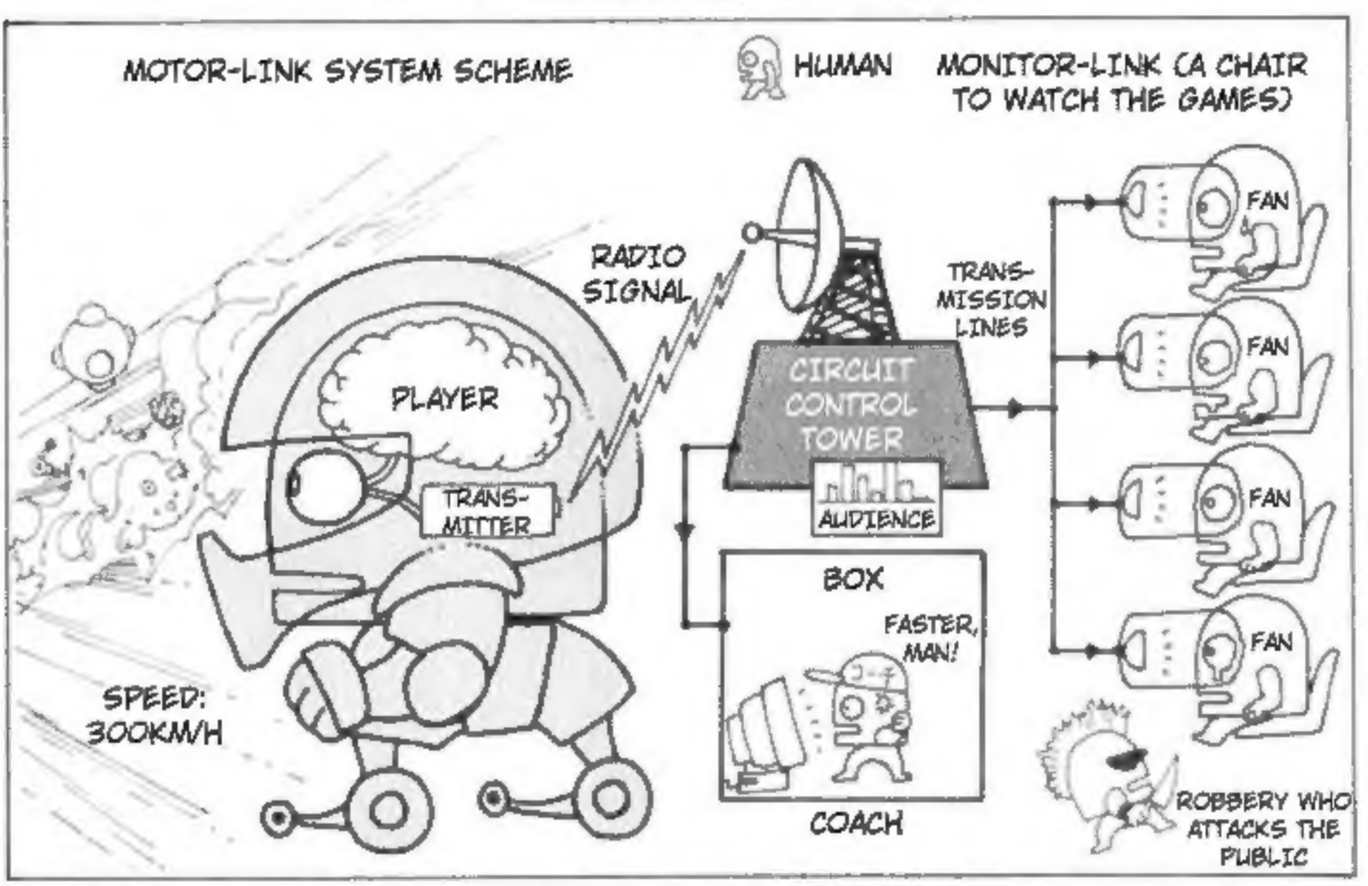

MAIN LEAGUE:
THE ELITE SPORTIVE TEAM, WHOSE TRANSMISSIONS ARE MADE EVEN TO TIPHARES. ONLY 50 ATHLETES TAKE PART OF IT.
SECOND LEAGUE:
ITS IS THE MOST SUCCESSFUL LEAGUE WITH THE AUDIENCE, DUE TO THE RACE STRATEGIES, THE QUALITY OF THE FIGHTS AND THE PLAYERS' UNPREDICTABLE TRICKS.
THIRD LEAGUE:
THE ACCESS LEAGUE. DUE TO THE DIRECT AND INTENSE FIGHTS, IT IS A GREAT SUCCESS WITH THE SPORT MANIACS, WHO CONSIDER IT AS "THE TRUE MOTORBALL".
AMATEUR LEAGUE:
EXTRA-OFFICIAL CATEGORY THAT JOINS SEMIPROFESSIONAL PLAYERS OR PLAYERS WHO WERE OUTCAST FROM THE OTHER LEAGUES.

THE MOTORBALL PYRAMID

THE MOTORBALL ORGANIZATIONS ARE CONTROLLED BY THE FACTORY. PLAYERS FROM REMOTE REGIONS GO TO THE SCRAPYARD ONLY TO TAKE PART IN THE EVENT AND, THUS, BECOME FAMOUS.

THANKS TO THAT, THE NUMBER OF MOTORBALL PLAYERS, COUNTING THE AMATEUR LEAGUE, IS EXTREMELY HIGH. ADDING THE PROFESSIONALS WHO WORK IN THE ENORMOUS CIRCUITS (TEN, IN TOTAL), MOTORBALL MUST BE CONSIDERED AS THE LARGEST ENTERPRISE IN THE SCRAPYARD.

THE WAGERS ARE MADE IN THE CIRCUIT. BESIDES, THE FAN MAY ENJOY THE MONITOR-LINK. WITH SUCH A MACHINE, HE CAN VIRTUALLY EXPERIENCE THE EMOTION OF THE GAMES THROUGH HIS PREFERRED PLAYER.

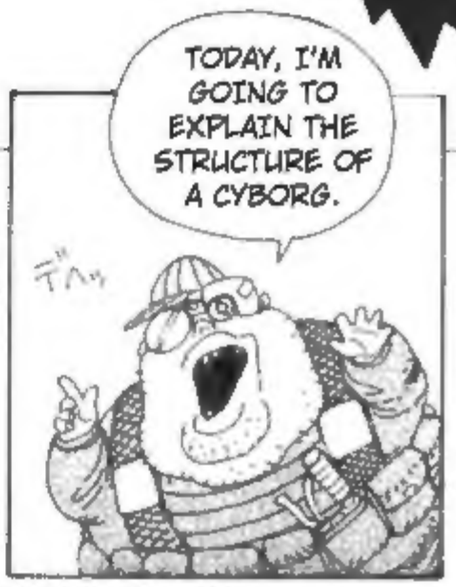


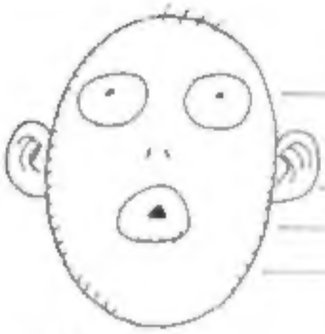

AS THE AVERAGE AUDIENCE IN THE MOTOR-LINKS ALSO INFLUENCES POINTING, THE PLAYERS DO NOT TAKE EFFORTS ONLY TO WIN, BUT ALSO TO ATTRACT THE PUBLIC.

YUKITO, 08/JUNE/1992

EXPLAINING

# HOW A CYBORG WORKS



THE FACE
TASTE
SIGHT
HEARING
SMELL
TOUCH

IT IS COMPOSED BY ORGANIC AND MECHANIC PARTS AND POLYMERS.

SENSORIAL INFORMATION

EXHALATION

INHALATION

HORMONE

ENTRANCE AND EXIT OF THE NERVOUS SYSTEM SIGNALS

BRAIN

OXYGEN

LUNG

HEART

GLUCOSE

BLOODSTREAM

LIVER

EMERGENCY BATTERY

IN

STOMACH AND INTESTINE

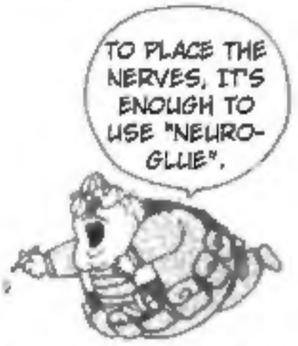
OUT

## INTERNAL ORGANS

THE INTERNAL ORGANS MOLD A COMPACT UNIT THAT IS HARDLY DESTROYED.

## VERTEBRAE

THE ARTIFICIAL VERTEBRAE ARE PRODUCED BY NANOTECHNOLOGY AND ONLY THE FACTORY IS ABLE TO PRODUCE THEM. THUS, THEY ARE RARE AND TOO EXPENSIVE. ON THE OTHER HAND, THEIR REFLEXES ARE CONSIDERABLY FASTER THAN THE ONES FROM NORMAL VERTEBRAE.




SOFTWARE AND HARDWARE THAT CONVERT THE ORDERS FROM THE NERVOUS SYSTEM IN A SIGNAL TO THE ACTUATORS. THE CYBORG'S PHYSICAL ABILITY DEPENDS ON THIS PROGRAM.

POWER

GENERATOR

FUSION AT AMBIENT TEMPERATURE

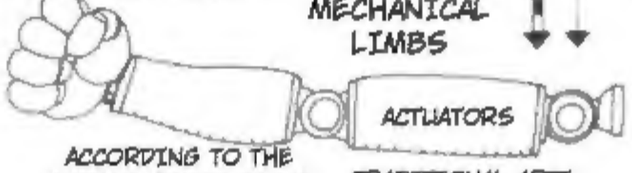
NEURAL CONVERTER

THEY NEED TO CHANGE THE HEAVY WATER ONCE IN A WHILE TO WORK FROM FIVE TO TEN YEARS IN ORDER TO MAKE THE CYBERNETIC BODIES OBTAIN POWERFUL AND IMMEDIATE TORQUES. INNER COMBUSTION MOTORS MAY BE INSTALLED, MAKING IT A HYBRID SYSTEM.

THE BASIC TECHNOLOGY OF THE CYBORGS IN THE SCRAPYARD HASN'T EVOLVED MUCH IN THE LAST CENTURIES.

LOOKING AT THE OTHER SIDE, THE STRUCTURE HAS BEEN SIMPLIFIED A LOT. THEY BECAME MODULAR AND ARE VERY EASY TO FIX AND MODIFY.

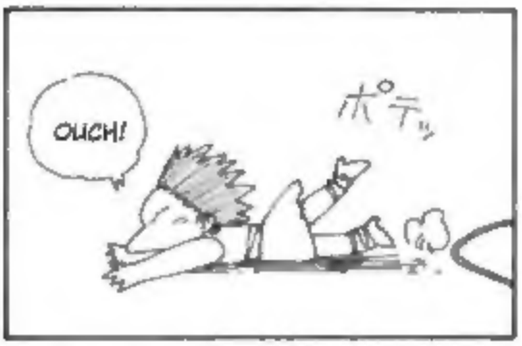
## MECHANICAL LIMBS

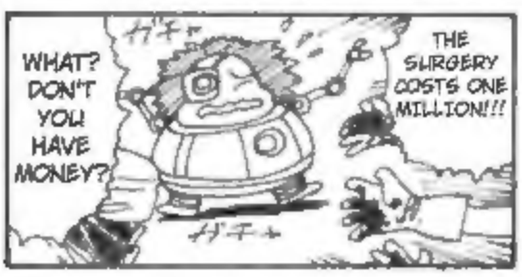



ACCORDING TO THE AUTHOR, "WETT ZEUG" COMES FROM GERMAN "COMPETITION MACHINES" AND IS THE NAME OF ESPECIAL CYBERNETIC BODIES, BUILT FOR MOTORBALL PLAYERS.

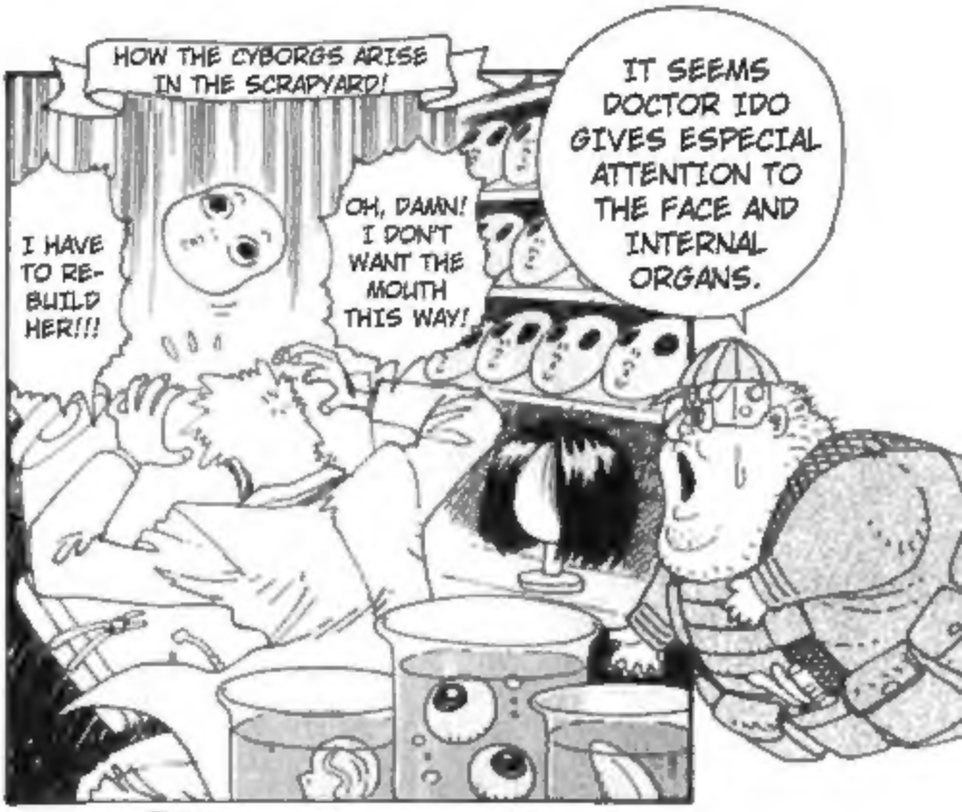
TRADITIONAL ARTISAN WHO HAS BEEN WORKING FOR GENERATIONS CONCOCTING CERAMIC-MADE ARTICULATIONS.

# THE MAKING OF ALITA'S FACE



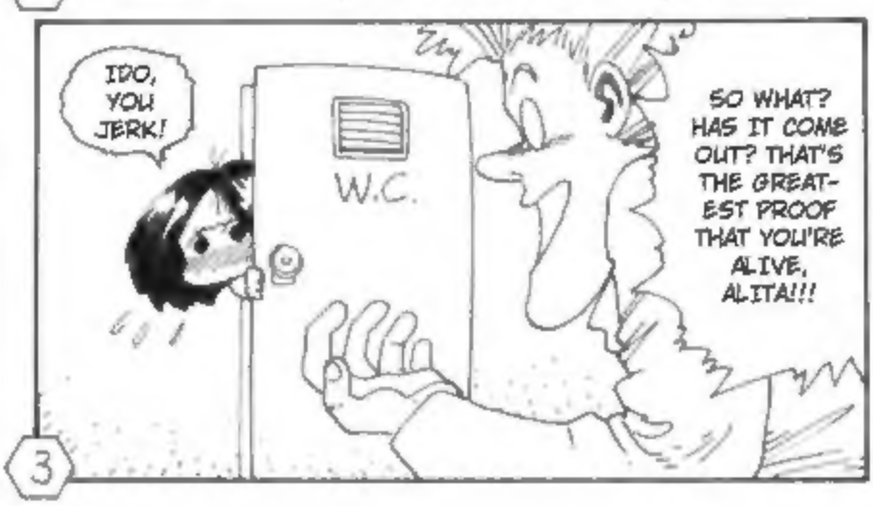


THE END


HOW THE CYBORGS ARISE IN THE SCRAPYARD!
I HAVE TO RE-BUILD HER!!!
OH, DAMN! I DON'T WANT THE MOUTH THIS WAY!
IT SEEMS DOCTOR IDO GIVES ESPECIAL ATTENTION TO THE FACE AND INTERNAL ORGANS.

THE MAKING OF ALITA'S INTERNAL ORGANS
OUTRA-GEOUS!!
DID YOU KNOW THAT THE DERNIER CRI AMONG WOMEN NOW IS "GLUCOSE CARTRIDGES" THAT REDUCE FEEDING AND EXCRETION TIMES?
1

I'LL INSTALL THE "STOMACH TURBO 8", THE MOST POTENT AND COMPLETE DIGESTIVE SYSTEM EVER MANUFAC-TURED, IN ALITA!
TURBO
A TRUE LIVING BEING MUST APPRECIATE TASTY FOOD AND MAKE HIS NECES-SITIES IN THE TOILET.
2




YUKITO, 07/FEB/1993

# ABOUT NANOTECHNOLOGY

EXPLAINING

A NANOMETER IS A UNIT OF MEASURE EQUIVALENT TO 10-9M, THAT IS, A BILLIONTH OF A METER, "NANO" COMES FROM GREEK "NANNOS" AND MEANS "TOO SMALL".

TODAY, I, PROFESSOR NOVA, WILL EXPLAIN NANO-TECHNOLOGY, THIS WONDER-FUL TECHNIQUE.

NANOMACHINES ARE MOLECULAR-SIZED ROBOTS THAT ARE MADE THROUGH GEARS AND MOTORS BUILT MOLECULE BY MOLECULE. THEY WORK BY USING STATIC ELECTRICITY. THANKS TO THE PROPERTIES OF MOLECULAR ALLOY, THEY DIFFICULTLY BREAK. THEY HAVE A PREDEFINED PROGRAM AND ARE NAMED "ASSEMBLERS".

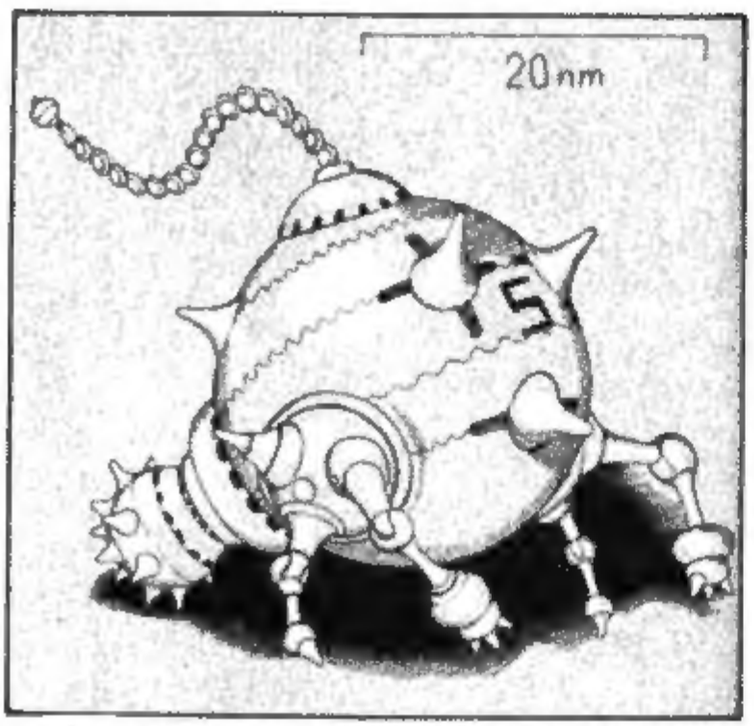



ILLUSTRATION OF A PROFESSOR NOVA'S ASSEMBLER. 20 NANOMETERS IS THE SIZE OF THE SMALLEST VIRUS.

THE ASSEMBLER CAPTURES AND POSITIONS THE MOLECULES AT THE SPEED OF 1 MILLION UNITS PER SECOND AND IT IS ABLE TO CREATE A PERFECT COPY IN 15 MINUTES.

EACH COPY START CREATING NEW COPIES AND THE NUMBER MULTIPLIES. EXPONENTIALLY, IN TEN HOURS THEY REACH A NUMBER OF 68 BILLION UNITS AND IN LESS THAN A DAY THEY REACH THE WEIGHT OF 1 TONNE. IN TWO DAYS THEY WOULD BE HEAVIER THAN EARTH ITSELF. BUT, OBVIOUSLY, THERE ARE SECURITY PRO-GRAMS TO HINDER SUCH A TRAGEDY TO HAPPEN.

## NANOTECHNOLOGY HISTORY

1942 - FIRST SCIENCE-FICTION TO USE NANOTECHNOLOGY WAS WALDO, BY ROBERT A. HEINLEIN.

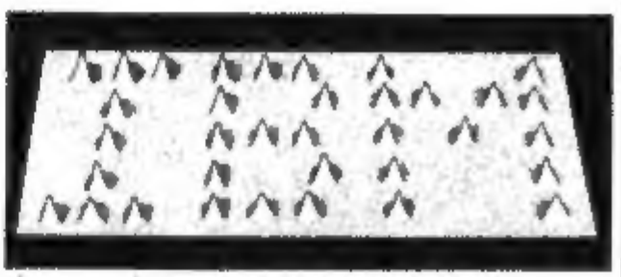
1959 - RICHARD FEYNMAN GAVE A LECTURE IN THE AMERICAN SOCIETY OF PHYSICS ENTITLED "THERE IS PLENTY OF ROOM IN THE BOTTOM".

1976 - ERIC DREXLER ANNOUNCED THE IDEA OF THE ASSEMBLER.

1981 - DOCTORS ROHRER AND BINNIG, FROM IBM'S ZURICH LAB, DEVELOPED THE STM (SCANNING-TUNNELING MICROSCOPE)

1986 - DREXLER PUBLISHES THE BIBLE OF NANOTECHNOLOGY: "ENGINES OF CREATION".

1990 - IBM RESEARCHES WRITE THE LOGO "IBM" USING ATOMS (ILLUSTRATION BELOW).




LETTER WRITTEN USING 35 ATOMS OF XENON.

# HOW TO MAKE FLAN

AT FIRST, THE ASSEMBLER IS ABLE TO REPRODUCE ANY PHYSICAL OBJECT. THE POSSIBILITIES OF USING THIS TECHNOLOGY ARE INFINITE.

EXAMPLE

BRAIN RECONSTRUCTION
BRAIN IMPROVEMENT

BERSERKER BODY
(BIOMECHANICAL BEINGS)

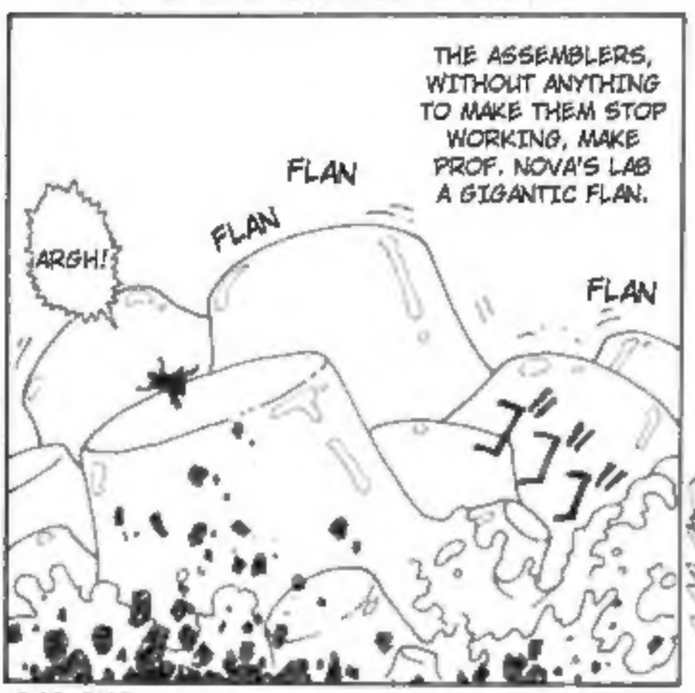
ARTIFICIAL SPINES
(ARTIFICIAL ORGANS)

RESTORERS
(NO DEATH AND NO AGING)

OTHERS

- CREATE FOOD FROM INORGANIC MATTER
- SELF-BUILDING MACHINES AND DEVICES
- DEVELOPMENT OF NEW MATERIALS
- MOLECULAR COMPUTERS
- TERRAFORMING PLANETS, ETC

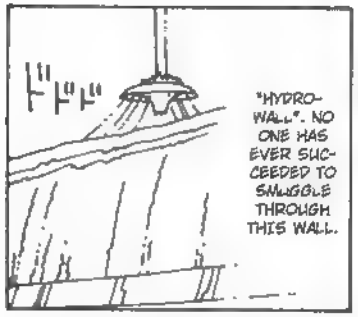
BUT THE FLAN MACHINE DECONTROLS.



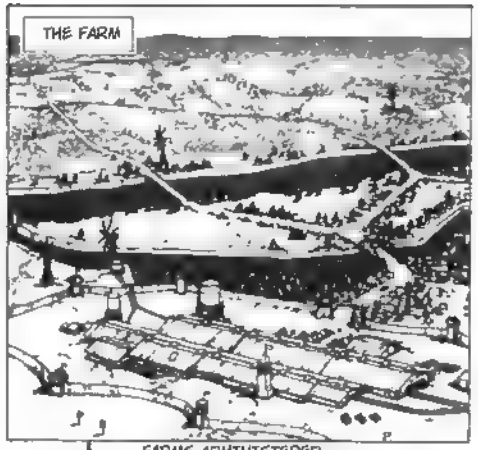
THE END

YUKITO, 12/AUG/1993

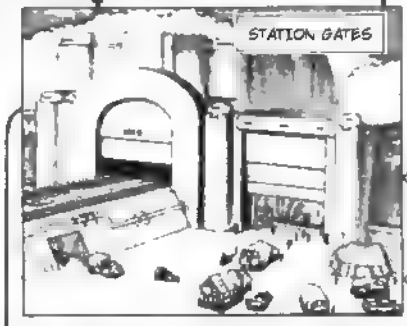
## NOTICE! THE WALL


"HYDRO-WALL". NO ONE HAS EVER SUCCEEDED TO SMUGGLE THROUGH THIS WALL.
THE ABSURD PRESSURE OF THE WALL CAN EVEN CREASE ARMORED CARS
ARGH!
EVEN IF A HOLE IS OPEN BY DYNAMITE..
THAT'S NOW! TRESPASSING!
THE WALL IS IMMEDIATELY AFTER BACK TO NORMAL
ARGH !!!
THREE INVADERS HAVE FALLEN INTO THE WALL TODAY.
AND THE VICTIM WI... ETERNALLY FLOAT INSIDE THE WALL...

THE END




FARMS ADMINISTERED BY THE FACTORY
THE DECKMEN CONTROL THE FARMS, AND, BESIDES THE FACTORY'S ARMY, THERE ARE MERCENARY TROOPS TO PROTECT THEM AGAINST ENEMY ATTACKS. IN THE COUNTRIFIED VILLAS IN THESE FARMS, THERE IS PLENTY OF FOOD, BUT ALSO A CHRONIC LACK OF MEDICINES AND CYBERNETIC PARTS AND, HEREBY, THEY DEPEND ON HELP FROM THE SCRAPYARD.



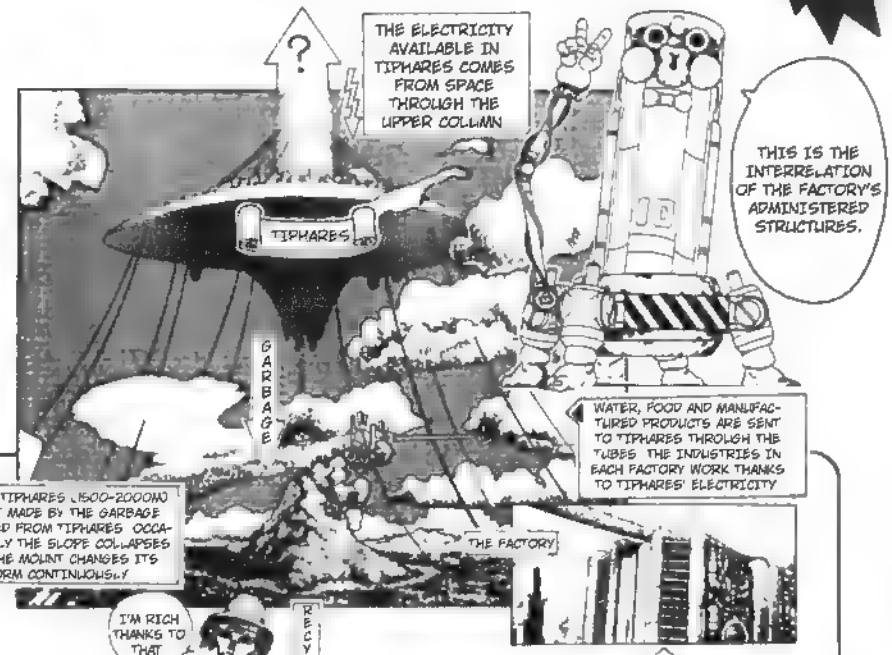

THEY ARE DIRECTLY ADMINISTERED BY EACH FACTORY. THERE ARE 11 IN TOTAL. THE IN-AND-OUT CHECKING IS RIGOROUS AS THEY FEAR TERRORIST ATTACKS. THEY ARE THE INTERMEDIATE ROUTES VECTOR INFORMED HUGO ABOUT.

CIVILIAN CARAVANS BY LAND.

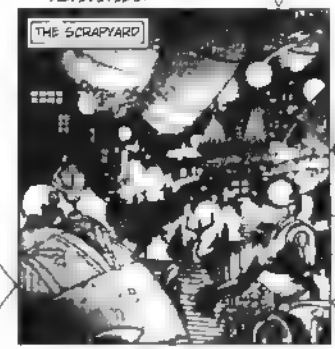
THE FACTORY'S UNDERGROUND TRANSPORTATION

## THE FACTORY'S COMMODITIES CIRCULATION SYSTEM

EXPLAINING


?
THE ELECTRICITY AVAILABLE IN TIPHARES COMES FROM SPACE THROUGH THE UPPER COLUMN
THIS IS THE INTERRELATION OF THE FACTORY'S ADMINISTERED STRUCTURES.
TIPHARES
GARBAGE
WATER, FOOD AND MANUFACTURED PRODUCTS ARE SENT TO TIPHARES THROUGH THE TUBES. THE INDUSTRIES IN EACH FACTORY WORK THANKS TO TIPHARES' ELECTRICITY
MOUNT TIPHARES (1500-2000M) MOUNT MADE BY THE GARBAGE EXPELLED FROM TIPHARES. OCCASIONALLY THE SLOPE COLLAPSES AND THE MOUNT CHANGES ITS FORM CONTINUOUSLY
THE FACTORY
I'M RICH THANKS TO THAT
RECYCLING

RECYCLING TIPHARES' GARBAGE IS ONE OF THE GREAT INDUSTRIAL ACTIVITIES.



WORK-MANSHIP

GAR-BAGE

THE IMPORTED RAW MATERIAL IS PROCESSED HERE. THESE STRUCTURES ARE ADMINISTERED BY THE FACTORY AND SUSTAINED BY NEIGHBORING WORKMANSHIP.

YUKITO, 21/NOV/1993

# THE MYSTERY OF PSYCHOMETRY

EXPLAINING

## PSYCHOMETRY

POWER THAT ALLOWS DISCOVERING INFORMATION ABOUT THE PEOPLE WHO POSSESSED AN OBJECT JUST THROUGH TOUCH. IN KAOS' CASE, HE IS ABLE TO ACCESS AND RECONSTRUCT PEOPLE'S MOST INTIMATE DATA SUCH AS THEIR TECHNIQUES AND FEELINGS.

## HYPOTHESES ON THE ORIGINS OF PSYCHOMETRY ?

THE ENERGY EMANATED BY LIVING BEINGS' FEELINGS CAN BE RECORDED IN AN OBJECT OR SPACE IN THE FORM OF ELECTROMAGNETIC PATTERNS. WHEN A PYCHOMETRIST ENTERS IN CONTACT WITH AN OBJECT OR PLACE, THE ELECTROMAGNETIC PATTERN OF HIS BRAIN ENTERS IN RESONANCE WITH THE LOCAL PATTERN AND TRANSFORMS IT IN AUDIOVISUAL SENSATIONS. IT CAN ALSO OCCUR THAT HIS CONSCIENCE IS TAKEN BY THOSE SENSATIONS, BUT WHEN THE ELECTROMAGNETIC WAVES PRESENTLY KNOWN ARE CONSIDERED, THIS HYPOTHESIS MAY BECOME IMPLAUSIBLE.

## OBJECTS PSYCHOMETERED BY KAOS

WORK BY MURASAMA OF ISE, SWORDSMITH OF MUROMACHI PERIOD (1333-1568). THE TREE ALONGSIDE SHOWS THE ORIGIN OF TACHIBANA RYÛKISAI'S, ITS OLD OWNER'S, TECHNIQUE.

AISU IKÔSAI
(STYLE: AISU KAGE NO NAGARE)

KAMIIZUMI NOBUTSUNA
(STYLE: SHINKAGE-RYÛ)

TACHIBANA RYÛKISAI

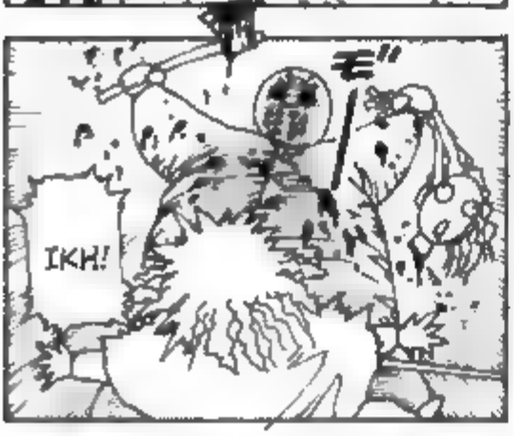
- KAMIIZUMI HITACHINOSUKE HIDETANE (STYLE: KAMIIZUMI-RYÛ GUNPÔ)
- KAMIIZUMI MONDONOSHÔ NORIMOTO (STYLE: AIZU ITTO-RYÛ)
- JINGO IZUNOKAMI MUNEHARU (STYLE: JINGO-RYÛ)
- YAGYÛ SEKISHÛSAI MUNEYOSHI (STYLE: YAGYÛ SHIMANAGE-RYÛ)
- HÔZÔIN INTEI (STYLE: HÔZÔIN-RYÛ SÔJUTSU)
- MARUME KURANDONOSUKE NAGAE (STYLE: TAISHA-RYÛ)
- OKUYAMA KYÛGASAI KIMISHIGE (STYLE: SHINKAGE-RYÛ)
- HIKITA BUNGORÔ KAGEKANE (STYLE: HIKITAKAGE-RYÛ)

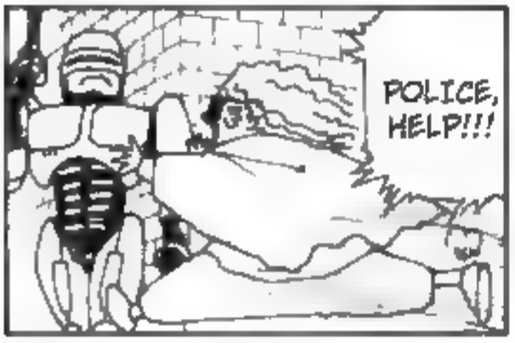
### YAMAHA DX7

DIGITAL KEYBOARD THAT REPRESENTED THE DECADE OF 1980. THE OLD OWNER, ALAN PARSONS, WAS BORN IN LONDON IN 20/DEC/1948. HE WORKED AS A SOUND ENGINEER FOR THE BEATLES AND PINK FLOYD. LATER HE CREATED THE ALAN PARSONS PROJECT AND RELEASED SEVERAL ALBUMS. THE SONG AIRED BY KAOS IS IN 1987 ALBUM "GAUDÍ".

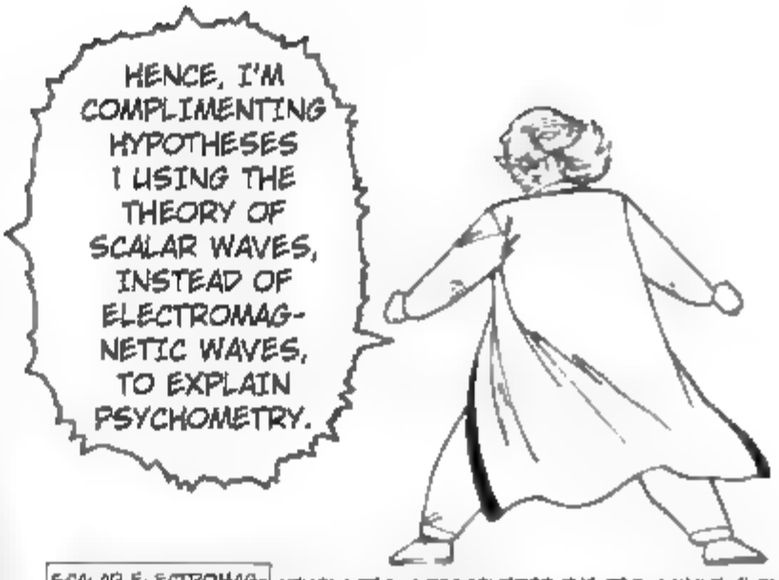
Alan Parsons

# KAOS' PROBLEM





THE END


HENCE, I'M COMPLIMENTING HYPOTHESES I USING THE THEORY OF SCALAR WAVES, INSTEAD OF ELECTROMAG-NETIC WAVES, TO EXPLAIN PSYCHOMETRY.

SCALAR ELECTROMAG-NETIC RADIATION.

NIKOLA TESLA DISCOVERED THE TESLA WAVE (LONGITUDINAL SCALAR WAVE). WHICH IS DIFFERENT FROM THE STANDARD ELECTROMAGNETIC WAVE (TRANSVERSAL) AND THOMAS BEARDEN TRANSFORMED IT INTO A THEORY (SCALAR FIELD THEORY) THE SCALAR WAVE IS AN ENERGY THAT COMPRISES ELECTRICITY MAGNETISM AND GRAVITY IN THE DOMINION OF THE FOURTH DIMENSION, BEING CONSIDERED A GRAVITATIONAL, LONGITUDINAL WAVE.

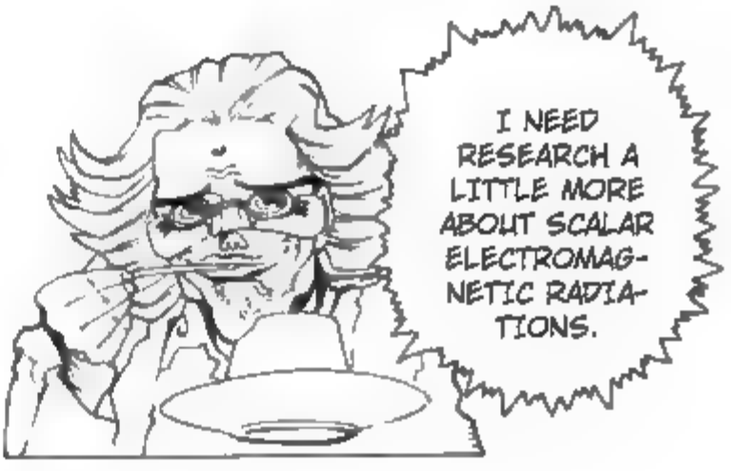
NIKOLA TESLA (1856-1943)
AUSTRIAN-BORN U.S. ELECTRIC ENGINEER AND GENIOUS SCIENTIST.

THOMAS E. BEARDEN (1930)
SCIENTIST WHO HELPED IN THE DEVELOPMENT OF MISSILES BY THE AMERICAN ARMY AS AN EXPERT IN BALLISTICS.

## HYPOTHESES ON THE ORIGINS OF PSYCHOMETRY 2

IF WE IMAGINE THAT THE HUMAN MIND HAS THE ABILITY OF BEING A SCALAR WAVES EMITTER HUMAN FEELINGS WOULD BE RECORDED IN THE OBJECTS AND PLACES WITH SCALAR RADIATIONS IN THIS CASE, INFORMATION WOULD BE RECORDED AS A GRAVITATIONAL POTENTIAL ENERGY OF FOURTH DIMENSION. A PSYCHOMETRIST HAS A HIGH CAPABILITY OF BEING A RECEPTOR OF CEREBRAL SCALAR WAVES AND HE WILL BE ABLE TO PICK UP A GREAT SERIES OF SCALAR WAVES FREQUENCIES.

IF THE HYPOTHESIS ABOVE IS CORRECT, IT IS POSSIBLE FOR ANY PERSON TO BE ABLE TO BECOME A PSYCHOMETRIST. IT WOULD ALSO EXPLAIN A GREAT NUMBER OF PHENOMENA AS OMENS, TELEPATHY, PHANTASMS THROUGH THE SCHEMA: BRAIN = TRANSMITTER - SCALAR WAVES RECEPTOR = PSYCHOMETRY.




YUKITO, 07/MARCH/1994

# THE AUTHOR'S SECRETS

EXPLAINING

YUKITO KISHIRO
BIRTH: 20/MARCH/1967
BORN IN TOKYO, RAISED IN CHIBA
PISCES FROM THE YEAR OF THE SHEEP
BLOOD TYPE O

**PERSONALITY:** ALWAYS AGAINST EVERYTHING
**HOBBIES:** 3DCG
COLLECT OLD ANIME THEMES AND TV HEROES
COLLECT BOOKS RELATING MYSTERIOUS CASES
**MOTTOS:** "TO DO WHAT IS ACCESSIBLE TO MAN AND WAIT FOR DIVINE PROVIDENCE"
"A FROG IN THE WELL WILL NEVER SEE THE OCEAN, BUT WILL ACKNOWLEDGE THE LIMIT OF THE SKY."
**WEAKNESSES:** COLORED CANDLES (ESPECIALLY SHAPED AS SANTA CLAUS).
JANOME-CHÔ (THE BUTTERFLY MINOIS DRYAS).
DEAD SHRIMPS AND CRABS (COOKED).
LIQUORS AND CIGARETTES.
AUTOGRAPHS (NO! FOR GOD'S SAKE!).
**PREFERRED DISHES:** LAMEN AND FLAN
**DISHES I HATE:** SHRIMPS AND CRABS (ANY ARTHROPOD), FISHES AND SEAFOOD.
**PREFERRED FIGHTERS:** MATSUTATSU OOYAMA
BRUCE LEE
**PREFERRED SWORDSMEN:** BUNGURÔ HIKITA
KOGUMA IWAMA & DORONOSUKE HIJIKO
**PREFERRED MOTORCYCLE:** YAMAHA'S V-MAX (IT REMEMBERS AN INSECT' KAMADÔMA)
**THE YOUKAI I WANT TO BE:** DOROTARÔ
PREFERRED MYSTERIOUS
**UNKNOWN ANIMAL:** TATZELWURM
**THINGS I HATE:** POPULAR THINGS
PEOPLE WHO MAKE INCOMPLETE THINGS

I WISH IT COULD HAVE REMAINED A MYSTERY

MY IDEAS TO WRITE THIS PAGE ARE OVER, AND AS I HAVE RECEIVED MANY QUESTIONS ABOUT ME...

THE SPECIAL OF THIS NUMBER WILL BRAZENLY REFER TO THE AUTHOR - THAT IS, ME!

THIS CHARACTER REPRESENTING THE AUTHOR IS USED SINCE SCHOOL TIMES AND IS BASED IN METALLINA MUTANT, THAT IS SEEN IN THE SCIENCE-FICTION FILM "THE ISLAND EARTH".

ONE THOUSAND APOLOGIES FOR NOT ANSWERING READERS' LETTERS.

HA! HA!

IMAGE CUT OUT DUE TO GRAPHIC DESIGN.

YOUR LAST MISSION, A1.

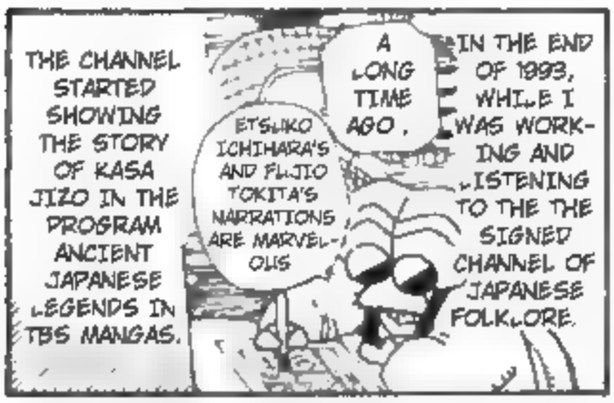
ゴミ箱

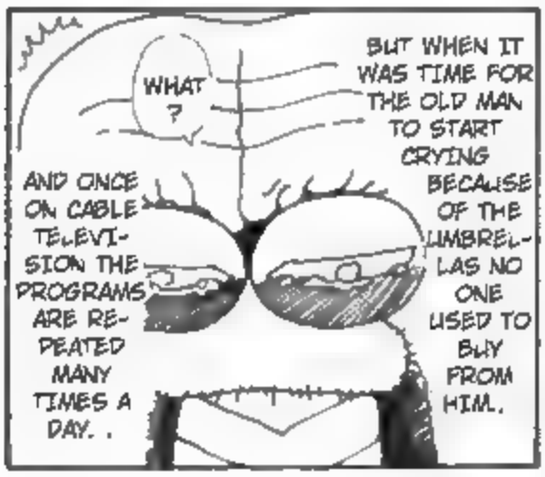
THUS, I HAVE DIFFICULTIES TO TALK WITH ORDINARY PEOPLE.

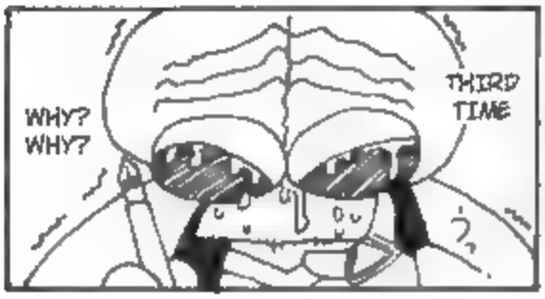
SINCE THE SECONDARY SCHOOL, I HAVE ONLY WATCHED TV PROGRAMS RECORDED IN VIDEO, AND MY KNOWLEDGE OF ARTISTS AND SINGERS IS NOUGHT!

PEOPLE FROM "PRIESTESS LIVE!" YOU SENT ME LOTS OF ALITA BOOKS THAT HAD INCREASED THE QUALITY, BUT I HAVE NEVER ANSWERED UP TO NOW, ALITA'S LITTLE DOLL IN THE MANGA WAS AN IDEA TAKEN FROM THAT FANZINE. IN THIS VOLUME, THE DOLL DISAPPEARED AFTER LOU WAS FIRED HIGUCHI-SAN, FROM KIOTO, I AM SORRY. YOU LIKED IT, BUT WHEN I RECEIVED YOUR LETTER I HAD ALREADY MADE THE STORY. YOU WROTE THAT YOUR DREAM WAS TO TRANSFORM BATTLE ANGEL ALITA IN A GAME, BUT I HAVE NO PROPOSAL OF THAT KIND, AND I WOULD REALLY LIKE THE IDEA TO TAKE PLACE. AS THE AUTHOR, I WOULD LIKE IT TO BE AN ACTION GAME. I EVEN HAVE SOME IDEAS.

# TEARS / KASA JIZÔ!!!


THE CHANNEL STARTED SHOWING THE STORY OF KASA JIZO IN THE PROGRAM ANCIENT JAPANESE LEGENDS IN TBS MANGAS.
A LONG TIME AGO.
ETSUKO ICHIHARA'S AND FUJIO TOKITA'S NARRATIONS ARE MARVELOUS
IN THE END OF 1993, WHILE I WAS WORKING AND LISTENING TO THE THE SIGNED CHANNEL OF JAPANESE FOLKLORE.


WHAT ?
BUT WHEN IT WAS TIME FOR THE OLD MAN TO START CRYING BECAUSE OF THE UMBRELLAS NO ONE USED TO BUY FROM HIM.
AND ONCE ON CABLE TELEVISION THE PROGRAMS ARE REPEATED MANY TIMES A DAY. .



THE END

I MUST BE GETTING OLD. I CRY FOR ANYTHING

## YUKITO'S HISTORY

**PRE-HISTORY**

WHEN I WAS A BABY, I USED TO DRAW ONLY (ORIGINAL) MONSTERS. MY FIRST MANGA WAS DRAWN IN A CARDBOX AND ALL THE CHARACTERS WERE MONSTERS. THE TITLES WERE "SAAKI" (DEATH LURKING). "SENSÔ" (WAR). ONLY VIOLENT THINGS

**ANTIQUITY**

DURING SOME YEARS IN ELEMENTARY SCHOOL, I DRAW A MANGA IN A SERIES OF MORE THAN SEVENTEEN COLLEGE NOTEBOOKS. THE PROTAGONIST WAS A MONSTER THAT PILOTED A GIGANTIC ROBOT.

**MIDDLE AGE**

AT THAT TIME I WAS ALREADY USED TO CREATING POST-APOCALYPTIC STORIES.

AT THE TIME OF HIGH SCHOOL, I ACQUIRED A DIP PEN AND INK, BUT I COULD COMPLETE ANY MANGA. I DREW MORE THAN 300 PAGES IN PENCIL WITHOUT HUMAN CHARACTERS.

**CULTURAL BLOOMING**

ENTERING SECONDARY SCHOOL I FINALLY STARTED DRAWING HUMANS AND INKING A TOTAL OF 280 PAGES (I WAS AIMING 1000 PAGES, BUT I DID NOT SUCCEED) IN THE MIDDLE OF THE THIRD YEAR. I SENT MY WORK FOR THE FIRST TIME TO A MANGA CONTEST AND WON.

IT WAS GOOD THEY LIKED MY TRACING BUT NOWADAYS I CONSIDER THE STORY DEPLORABLE.

"KIKAI" (SINISTER VAPOR) WAS AWARDED IN THE 16TH SHONEN SUNDAY'S MANGA CONTEST FOR BEGINNERS IN 1984

**TURBULENT TIMES**

I PUBLISHED SHORT STORIES IN FANZINES IN ORDER TO KNOW THE MARKET AND EVOLVE AS A PERSON.

THE FANZINE I THEN CREATED AT THE TIME IS "OUT RIGGER" MAYBE IT CAN STILL BE FOUND IN COMIKET

**NOWADAYS**

I BECAME A PROFESSIONAL IN 1988, WHEN I WAS MORE TRANQUIL ABOUT TRACING AND SCRIPT. THAT YEAR I ALSO RELEASED THE FANZINE "BUGBUSTER". THAT MAY PERHAPS BE FOUND AT COMIKET TOGETHER WITH "OUT RIGGER".

THE IDEAS AND CHARACTERS THAT WERE LEFT OUT THIS TIME WERE QUITE REUSED IN BATTLE ANGEL ALITA.

### LIST OF POSTERIOR WORKS

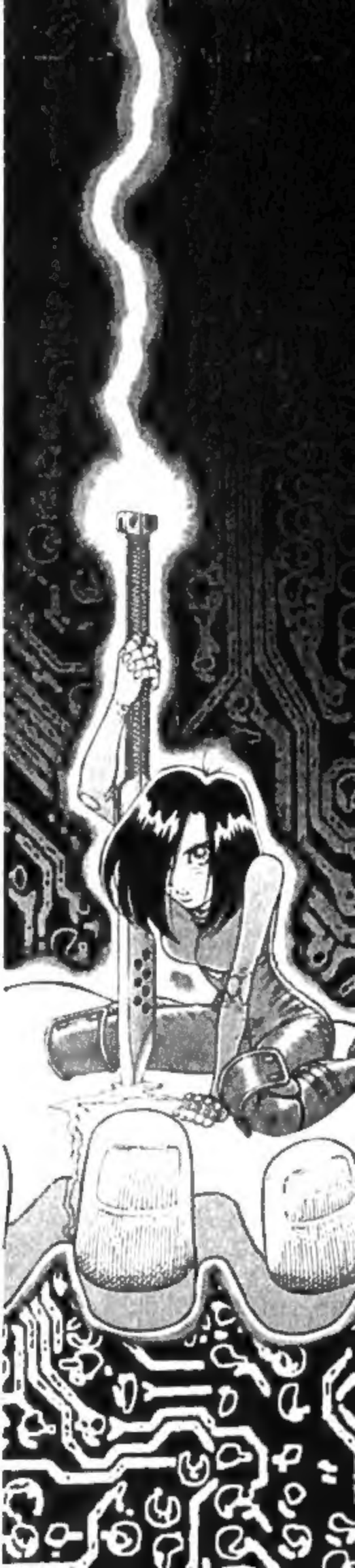
***1988 - KAYÔSEI*** (MYSTERY IN THE MARINE PLANET) (32P) SHOGAKUKAN
***HITO*** (FLYING MEN) (31P) KADOKAWA SHOTEN
***1989 - DAI MASHIN*** (THE GREAT MACHINE) (40P) SHOGAKUKAN
***MIRAI TOKYO HEAD-MAN*** (FUTURE TOKYO HEAD-MAN) (40P) SHOGAKUKAN
***1990 - UCHÛ KAIZOKU SHONEN-DAN*** (SPACE PIRATE KIDS) FIRST PART (30P), SECOND PART (30P) KADOKAWA SHOTEN

OBS.: LITERALLY, KASA JIZÔ MEANS "STATUES AND UMBRELLAS". IT IS A JAPANESE LEGEND THAT, IN GENERAL TERMS, TELLS THE STORY OF AN EXTREMELY POOR COUPLE WHO GIVE THEIR UMBRELLAS TO BUDDHIST STATUES IN JIZÔ THAT WERE COVERED BY SNOW. EVENTUALLY THEY RECEIVE GREAT WEALTH FROM THE STATUES IN RETRIBUTION FOR THEIR CHARITY

# AFTERWORD
# YUKITO KISHIRO

CREATING A SCIENCE-FICTION PERIODIC STORY IN A MANGA MAGAZINE ORIENTED TO THE GENERAL PUBLIC DEMANDS A LOT OF WORK. BUT AS I HAVE WORKED JUST WITH THIS GENDER FOR MORE THAN TWENTY YEARS, I WOULD NEVER BE ABLE TO CREATE A SCHOOL ADVENTURE. I LOST THREE YEARS TAKING MY WORK TO DIFFERENT PUBLISHERS TILL IT WAS ACCEPTED BY BUSINESS JUMP, A SEINEN MAGAZINE.

IT WAS A DIFFERENT TARGET TO ME, AS I WAS PLANNING TO PUBLISH WORKS IN A SHONEN MAGAZINE. BUT I ACCEPTED THE CHALLENGE (THAT NOW LOOKS LIKE CRAZINESS, SIMPLY) OF CREATING A SCIENCE-FICTION TO ATTRACT SEINEN AUDIENCE. THAT WAS THE BACKDROP FOR THE BIRTH OF BATTLE ANGEL ALITA.



BATTLE ANGEL ALITA'S ORIGINAL IDEA APPEARED IN A STORYBOARD I MADE TO AN ADVENTURE THAT I HAD MADE, ENTITLED RAINMAKER. IN ONE OF THE LAST VERSIONS, ALITA CAME TO LIGHT, BUT SHE WAS JUST A SUPPORTING CHARACTER. MR. TOMITA, THE EDITOR, FELL IN LOVE WITH HER AND UNDER HIS REQUEST I CREATED A NEW STORY PUTTING HER AS THE PROTAGONIST. THAT WAS THE PROTOTYPE-STORYBOARD OF BATTLE ANGEL ALITA. AND NEITHER TIPHARES NOR THE SCRAPYARD EXISTED THEN. ALITA WAS ADULT (ACTUALLY, SHE DID NOT HAVE HER CHARACTERISTIC FLESHY LIPS!).

SHE WAS A TUNED AGENT AND WAS ALREADY SUPPORTED BY THE OPERATOR LOU. ALITA USED FIREARMS AND, IN THE CLIMAX OF THE ADVENTURE, SHE RECEIVED A MENTAL ATTACK IN THE SHAPE OF OUROBOROS (IN SUCH A VERSION, THE STRANGE TITLE GUNNM - GUN DREAM - HAD A CLEARER MEANING).

UNEXPECTEDLY, THE BEGINNING OF THE PERIODIC PUBLICATION WAS BOOKED, AND I HAD TO CREATE THE STORYBOARD OF THE FIRST EPISODE IN A HURRY, CHANGING THE ENTIRE CONCEPT. IN THAT MOMENT, BATTLE ANGEL ALITA, AS THE READERS KNOW IT, WAS SHOWN TO THE WORLD FOR THE FIRST TIME. BUT, IN THAT FIRST VERSION, THE WOMAN-BEAST WAS DEFEATED BY IDO AND HIS ROCKET-HAMMER. MR. TOMITA SAW THAT FINAL AND SAID: "IT WOULD BE COOL IF THE PROTAGONIST USED A DEADLY STRIKE AS KAMUI'S "IDSUNA OTOSHI". THANKS TO THESE WORDS, PANZER KUNST WAS INCLUDED IN A HURRY IN THE STORY. BESIDES, THEY USED THE TERM "FIGHT" TO NUMBER THE EPISODES AND THUS, INDEPENDENTLY OF THE AUTHOR'S INTENTIONS, THE MANGA OF "FUTURISTIC MARTIAL ART COMBAT" GENDER... SNIF! SNIF! WELL, EVENTUALLY, THIS TERM WAS A SUCCESS.

NOTE: THE EDITOR IS PROBABLY REFERRING TO THE NINJA KAMUI, OF SANPEI SHIRATO'S KAMUI-DEN (THE LEGEND OF KAMUI).

MY GREATEST WORRY WHEN CREATING ALITA'S ADVENTURES WAS TO MAKE THEM AS UNDERSTANDABLE AS POSSIBLE. MR. TOMITA HIMSELF GAVE ME THE IDEA OF INCLUDING EXPLAINATION FOOTNOTES IN ORDER TO AVOID MAKING THE READERS CONSTRAINED BECAUSE OF UNKNOWN TECHNICAL TERMS.

I DID NOT CREATE PREVIOUSLY ANY UNIVERSE IN BATTLE ANGEL ALITA (I JUST HAD SOME IDEAS THAT, BECAUSE OF THE PLOT, I LEFT TO TELL LATER, AND SOME OTHERS THAT I HAD TO CUT OUT.). THE NOTES ABOUT BATTLE ANGEL ALITA WORLD THAT I HAVE PUT IN THE TANKOBONS ARE JUST LATER INTERPRETATIONS, NOT A PRESCRIPT NECESSARY FOR THE READER TO UNDERSTAND THE STORY. HONESTLY, I STARTED THE STORY WITHOUT DEFINING HOW TIPHARES WOULD BE. I INVENTED THE DETAILS AS THEY BECAME NECESSARY AND JUST TOOK CARE TO AVOID CONTRADICTIONS.

IF I RESTRAINED MYSELF TOO MUCH TO A UNIVERSE OR TO THE SUBPLOTS, I WOULD END UP TIED AND WOULD LIMIT MY IMAGINATION. THE IMPROVISATION WAS ALSO A VERY IMPORTANT CONCEPT THAT I ADOPTED WHEN CREATING BATTLE ANGEL ALITA.

I OPTED FOR INCLUDING CYBORGS IN THE STORY NOT BECAUSE OF THE CYBER PUNK GENDER FASHION. BEFORE ANYTHING, I BELIEVED IT WAS THE BEST WAY OF MAKING A SCIENCE-FICTION REFERRING TO THE INNERMOST OF THE HUMAN BEING.

THE CYBORGS, THE SCRAPYARD AND TIPHARES, ARE METAPHORS OF MODERN SOCIETY, BUT I DID NOT CREAT THEM WITH INTENTIONS OF MAKING ANY SORT OF SPECIFIC CRITICISM. THE SCRAPYARD IS A WORLD WHERE ALL THE VALUES HAVE BEEN LOST. THERE ARE NO LEGENDS, TRADITIONS OR IDEOLOGIES. WE OURSELVES LIVE IN A WORLD EXACTLY ALIKE. THE IMPORTANCE HERE IS NOT TO JUDGE IF THIS IS GOOD OR BAD. THE IMPORTANCE IS TO BE AWARE OF THAT.

IT IS THE CONTRAST BETWEEN THE SENSITIVE INNER-WORLD AND THE HARD OUTER-SOCIETY . AND, BEING CONSCIOUS OF THAT, WE MUST LEARN THAT WE ARE TO CONTINUE TO LIVE WITHOUT BEING TAKEN BY UNBELIEF AND CYNICISM. THAT IS THE STRENGTH THAT COMES FROM OUR WILL, NOT FROM HUMOR. AND IT IS THE REAL MEANING OF THE FIGHT TO MAINTAIN INDIVIDUALITY. THAT IS WHAT I INTENDED TO RETRACT THROUGH BATTLE ANGEL ALITA.

BATTLE ANGEL ALITA IS PRESENTLY PUBLISHED IN THAI, CHINESE (TAIWAN AND HONG KONG), ENGLISH AND FRENCH. TIME CHANGES, BUT I AM CURIOUS TO KNOW HOW FAR A WORK OF MINE CAN BECOME UNIVERSAL.

YUKITO KISHIRO 4/MAY/1995